LOST PATROL

SURVIVAL OF THE FITTEST

These rules allow you to play several multi-player games of Lost Patrol. In each game, the players score points; they can score points both whilst playing on the Scout side or on the Genestealer Side. All the points scored are cumulative – keep a running tally as you play through your games of Lost Patrol. Whoever has the highest at the end of the event is the winner of Lost Patrol: Survival of the Fittest. The player who scored the most points in a single game is also crowned Most Lethal Player.

A GAME FOR 2 - 6 PLAYERS
Use the Lost Patrol game rules with the following modifier:

Survival of the Fittest

The Scout side can consist of up to 5 players - divide the Scout models up as evenly as possible between the players. The Scouts should work as a team to locate the Dropship and escape.

The Genestealer side starts with only a single player. If all of the Scouts that a player is controlling are killed, they can, at the start of the next turn, join the Genestealer side - the Genestealer players should then decide who controls which Genestealer models (divide the Genestealers on the board, and any that subsequently turn up, as evenly as possible between the players), and work as a team to eliminate the remaining Scouts.

A maximum of one Genestealer can ever be on the Dropship tile.

HOW TO SCORE POINTS:
Scout Side:

Move Out: Score 1 point if all the Scouts under your control leave the clearing.

Xenos Hunter: Score 1 point for each Genestealer killed by a Scout under your control during the game

Jungle Reconnaisance: If the jungle tile deck is ever down to 10 tiles, each remaining Scout player scores 2 point

Dropship Located: If the Dropship tile is revealed, each remaining Scout players scores 3 points.

Mission Accomplished: Score 5 points if a Scout under your control gets to the Dropship and you win a game of Lost Patrol!

Genestealer Side:

Hunter, Prey: Score 1 point for each Scout killed by a Genestealer under your control during the game

First Blood: Score 2 extra points the first time a Scout model is killed – only the starting Genestealer player can score this.

Cut off the Head: Score 1 extra point each time a Genestealer under your control kills either the Scout Sergeant or the Scout with the Heavy Bolter (these models are effectively worth 2 points each to the player that kills them).

Infested Jungle: If all the Scouts are slain before the jungle tile deck is down to 10 tiles, each Genestealer player scores 2 points.

Dropship Lost: If all the Scouts are slain before the Dropship tile is revealed, each Genestealer player scores 2 points.